

these other municipalities was obtained from planning studies done with these towns by the Division of Community Planning. The significance of these comparisons will be discussed under each of the land use categories on the following pages.

RESIDENTIAL

U. S. Highway 220 running north-south and N. C. Highway 24-27 running east-west divide the Biscoe Planning Area into four sections. The largest number of dwellings and mobile homes within the corporate limits of Biscoe is found in the upper portion of the southeast section, between East Main and Bruton Streets. The second largest number is found in the southwest section of town. The smallest number of dwellings occurs in the northeast section, and there are no mobile homes. Only a few more dwellings appear in the northwest section, and only one mobile home. Residential development in the one mile fringe area is concentrated along the highways and roads leading into Biscoe.

Within the incorporated area, 178.9 acres are used for residential purposes. This amounts to 54 percent of the developed land within the town limits. Biscoe, therefore, has a higher percentage of land devoted to this use than the municipalities to which it is compared (see the Bar Graph on page 23).

A close examination of the Existing Land Use map on page 20 indicates that quite a lot of the residential development over the years has taken place in a somewhat haphazard manner. Although tax maps and plats of developments are not available, it appears that this method of development has resulted in lots that are too small. The street pattern is poorly developed and coordinated. For examples of these see the map of "Examples of Poor Land Use Development" on page 39. This type of development is costly to the taxpayers. Inefficient streets use land which could be devoted to other urban uses. Cost of construction and maintenance of streets is unduly increased by this unnecessary street footage. Installation of utilities also is more costly. Adoption and enforcement of adequate zoning and subdivision